

## WHAT IS CLAIMED IS:

1. A simulation method, comprising the steps of:

recording an executed-row history for each description block; and

5 if the same description block is performed at the same time, deleting a previous executed-row history of the description block performed at the time.

2. A simulation method, comprising the steps of:

analyzing, for each description block, correspondence information that

10 represents correspondence between combinations of input signals to the description block and executed rows;

in a simulation execution process, tracing input signals to each description block; and

analyzing the executed rows according to an analysis result of the

15 correspondence information that represents the correspondence between combinations of input signals to the description block and executed rows and a trace result of the input signals to the description block.

3. A simulation method, comprising the steps of:

20 analyzing, for each description block, correspondence information that represents correspondence between combinations of input signals to the description block and executed rows;

in a simulation execution process, tracing input signals to each description block every unit time; and

25 analyzing the executed rows according to an analysis result of the

correspondence information that represents the correspondence between combinations of input signals to the description block and executed rows and a trace result of the input signals to the description block, the trace result being obtained every unit time.

5    4. A simulation method, comprising the steps of:

analyzing, for each description block, correspondence information that represents correspondence between combinations of input signals to the description block and executed rows;

10    in a simulation execution process, tracing input signals to each description block every cycle; and

analyzing the executed rows according to an analysis result of the correspondence information that represents the correspondence between combinations of input signals to the description block and executed rows and a trace result of the input signals to the description block, the trace result being obtained every cycle.

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5. An emulation method, comprising the steps of:

extracting, for each description block, signals used in a hardware emulation process which correspond to input signals to the description block;

20    analyzing correspondence information that represents correspondence between combinations of the signals used in hardware emulation process which correspond to input signals to the description block and executed rows;

in an emulation execution process, tracing the signals used in hardware emulation process which correspond to input signals to each description block; and

25    analyzing executed rows according to the correspondence information that represents the correspondence between the combinations of the signals used in the

hardware emulation process which correspond to the input signals to the description block and the executed rows and a result of the tracing of the signals used in the hardware emulation process which correspond to the input signals to the description block.

5    6. An emulation method, comprising the steps of:

extracting, for each logic cone, signals used in a hardware emulation process which correspond to input signals to the logic cone;

analyzing correspondence information that represents correspondence between combinations of the signals used in the hardware emulation process which  
10    correspond to input signals to the logic cone and executed rows;

in an emulation execution process, tracing the signals used in the hardware emulation process which correspond to input signals to each logic cone; and

analyzing executed rows according to the correspondence information that represents the correspondence between the combinations of the signals used in the  
15    hardware emulation process which correspond to the input signals to the logic cone and the executed rows and a result of the tracing of the signals used in the hardware emulation process which correspond to the input signals to the logic cone.

7. A simulation method, comprising the steps of:

20                    analyzing, for each description block, input conditions for executing respective rows included in the description block;

analyzing correspondence information that represents correspondence between the input conditions and executed rows;

in a simulation execution process, tracing input signals to each description  
25    block; and

analyzing executed rows based on the correspondence information that represents the correspondence between the input conditions and the executed rows and a tracing result of the input signal to the description block.